Have a bodacious time
with Butterfingers and
Bill & Ted's Excellent
Video Game
Adventure!

Butterfingers

Printed in Japan

EmuMovies

NES-42-USA

Bill & Ted's EXCELLENT VIDEO GAME adventure™

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Nintendo ENTERTAINMENT SYSTEM®

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who are you...?

HI...My name's Rufus and I'm from your future. I've come back in this time-travelling phone booth because I need some help. Some evil future rebels have gone into the past and really messed things up. They've taken some of the most famous people from history and moved them to completely different (and incorrect) periods in time. This is very serious. You see, not only does this mean that all history books are wrong...but it also means that the musical futures of Mr. Bill S. Preston, Esq. and Mr. Theodore Logan III are in jeopardy. You might not recognize their names, but Bill & Ted and their band, The Wyld Stallyns, are the most famous people in my time. Eventually, they're going to write some pretty amazing music that will bring peace and goodwill to all of the world. Right now they're not so good, but if they don't get the chance to practice and perform, they'll never get any better. And if they don't get any better, they will never write the music that will save the world. The future will never happen. You can see why we're worried!

what you can do...

THE way you can help is to guide both Bill & Ted through 5 different historical time periods to find the misplaced Historical Dudes and Babes (as they call them) and lure them back to their own times. It's not as easy as it sounds, because the Historical characters like where they are and might be hard to find. You've also got to deal with locals who sometimes don't like strangers wandering around asking questions...and might throw you in jail! Finally, you've got to bring Bill & Ted back to the present time in San Dimas so they can perform their first concert. If they miss it, they'll never be able to progress any further in their budding musical careers, and the future will be a very different place than it should be.

just the facts...

WHEN you first start the game, after waiting through the Title and Legals screens, you'll see the Start-up screen. Don't be impatient and just bypass this, because this is where I'll explain a lot about the game and how to play (I'll also give you some coins in order to get you started.) You can leave this screen at any time by pressing the Start Button.

WHEN you leave the Start-up screen, you'll next see the Historical Phone Book Directory. This book has the names and numbers of all the historical folks in the game. It will

also show you who you should be looking for and what their new telephone number is. This new number will be in red numbers and it will also be flashing. This is the number you will want to dial to start your search.

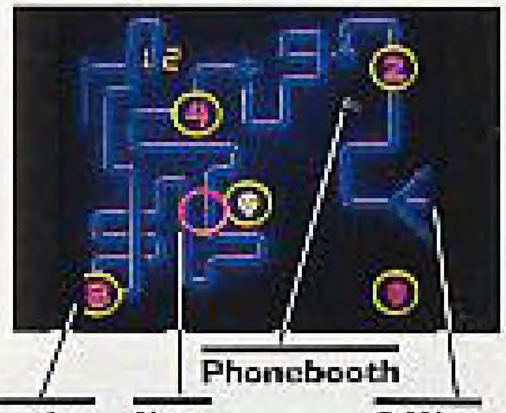
PUSHING the Left and Right Control Pad Arrows will enable you to flip through the pages of the book and see everyone's listing. In the back of the book is a page that will show you your password in the form of a phone number.

WHEN you finish a level, the first thing you should do is check the password and write it down on the map. That way, if you do badly in a level or even want to play it again a different way, you can restart the game and not have to play the earlier levels all over again. All you have to do is enter the password phone number in the Keypad Screen (as explained a little later) and the game will take you to the highest level that you completed.

THERE are 6 levels to the game, but each level has a different number of historical characters that have to be found and returned. All of these characters will be displayed (with the flashing number) in the book at the start of the level. Once you have collected each character with 2 phone numbers...you have completed a level. At the end of each level Bill & Ted will have a concert. The higher the level you complete, the bigger and better the concert.

THE Historical Dudes and Babes that you must find are shown below:

WHEN you have found the character to go after, remember the number that is flashing at the bottom of the page. Push the Select Button and you will see the Telephone Key Pad screen. Move the cursor to the number you want to press by using the Control Pad Arrows and when the entire phone number is displayed...push the A Button. (If you make a mistake while dialing, you can erase the numbers one–at–a–time using the B Button.)



AFTER you have entered the phone number you will find yourself in the Circuits of Time. This is where the time–traveling phone booth will transport you back and forth in time. Dialing the number to get you into the circuits will use up 1 coin and every time you allow the phone booth to complete a segment of the call by itself it will cost you 2 additional coins. You can save money if you make the connections yourself. Here's how:

WHILE the booth is spinning inside a numbered junction press the A Button while it is pointing in the direction you want to go. But don't wait too long...after a short period of time the phone booth will proceed along the connection to the next junction and two coins will be deducted from your stash. You don't have to hit each numbered junction in order: you can skip all the way to the last number (if you aim

correctly). If you don't aim well, you might bounce off of the edge of the screen or end up in a different junction. Use the Control Pad Arrows to move your own empty junction (it's the red one) to a convenient location to catch the phone booth and launch it further along its journey. Try to avoid the junctions with skulls in them...they will shoot the phone booth in a random direction and deduct more coins! Once you get to the last junction, you must let phone booth complete the last leg by itself where it will reach a three-way branch that determines where you will land in the new time period. If you do nothing, the phone booth will take the center branch. Press the Up Control Pad Arrow, it will take the upper branch. Pressing down will cause it to take the lower branch. The next thing you will see is the time period you sent yourself.

what you've got

ONCE you've landed in the world that you dialed to, you should start exploring. But before you do that, you should familiarize yourself with the stuff you carried with you. To see that, press either the Start or Select Buttons to see the Object screen which contains the following items:

PHONE Booth Icon, which is how you call the phone booth time machine. Use the Up Control Pad Arrow to select the icon, and press the A Button at the same time.

KEYS to get out of Jail, which Bill & Ted remembered to leave on earlier trips through time. The supply of keys is limited though...run out and you won't be able to get out of jail!

GOOD STUFF, showing objects you've collected that you can use to protect yourself from the locals in whatever time period you're in. Those items are:

PUDDING CUP...throw this little goody and any locals will chase after it. Make sure you throw it away from where you want to go!

FIRE CRACKER...throw it and any locals on–screen at the time will run away. If it lands near one, they'll blow up!

HIGHLY DANGEROUS TEXT BOOK...this baby is just like a smart bomb. It will make any locals that are on-screen disappear in a flash!

BOOMBOX...
select this and the music it plays will make all of the locals dance... giving you a chance to move around without any trouble. But when the music stops, they usually get pretty upset!

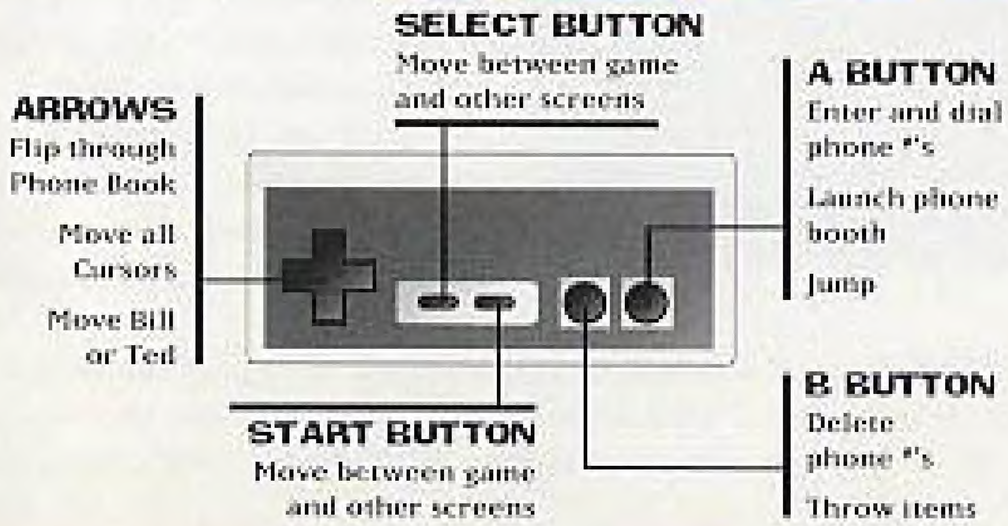
USE the Control Pad Arrows to select which object you want to use, then press either the Start or Select Button to exit back into the game. Pressing the B Button will use the objects during the game (that is until you run out or select something different).

HISTORICAL BAIT... these are objects that you collect to lure the historical figures into the phone booth in order to return them to their correct time. You won't be able to find the historical dude or babe until you have first found the correct bait item, and there is only one bait item that works with each person. These items aren't easy to find...they're kinda off the beaten path. You'll have to follow all of the clues in order to find them, especially the ones given by people you meet inside of buildings. You'll have to jump directly on the place where they're hidden in order to collect them. These objects are:

COINS...use these to pay for phone calls or to give to a local after you've bumped into them. If you run out, you'll end up in jail.

PRESS either Start or Select to exit or call up the Status screen at any time.

getting around



YOU move using the Control Pad Arrows, jump with the A Button and throw one of your "Good Stuff" items with the B Button. Remember that when you are given clues by the locals, North corresponds to the Up Control Pad Arrow, South to the Down Arrow, East to the Right Arrow and West to the Left Arrow.

AS you are walking you will notice that there are two types of playing areas within the game. There are "Open Areas" where you can go anywhere and then there are "Path Areas" where your walking is restricted to specific pathways. In order to save time or avoid a local, you can jump from one part of the path to another. But be careful, because if you miss your jump, you will most certainly not land on your feet. If this happens, you will then have to jump back on the path before you can continue on your way.

TRULY EXCELLENT TIP

Sometimes you can avoid a local by jumping off of a Path Area. Usually locals are restricted to pathways the same way you are, so if you're in trouble—jump off! You'll usually be safe...but not always!

BESIDES walking, there are two other ways of moving within the worlds: by canoe or on horseback. Both methods allow you to move quickly without running into any dangerous locals, but both require quite a bit of skill to master.

WHEN you find the horse, all you have to do is jump up on it using the A Button and a Control Pad Arrow. Once you're in the saddle, the horse will take off and it's up to you to control it. Use the Left and Right Arrows to control the direction, the Down Arrow to slow down and the Up Arrow to speed up. You also must use the A Button to jump over any obstacles in your way. If you hit anything, the horse will stop suddenly...throwing you to the ground. It will then run off and you'll have to continue on foot. If you do get to the end without falling off, you will be given a bag of coins as a reward.

THE other way to get around quickly is by canoe. You get in the same way you get on the horse...run and jump. If you miss, you'll end up in the water and the current will carry you all the way to the other end of the river. This might sound like a quick and easy way to get down the river, but you must remember that when you are in the water, you can't pick up any of the valuable items that are hidden along the way. The controls for the canoe are also the same as those for the horse, except of course, you don't use the A Button to jump. If you make it all the way to the other end of the river, you will be given a bag of coins as a reward. Just like in the horse run.

Besides moving physically through the world, you can also take advantage of the space—time continuum to move around. Because of all of the changes made to space and

TRULY EXCELLENT TIP
Unless you have a really excellent memory (or even if you do), you should fill in the maps as you go along. Keep track of what you find where. This will most assuredly help you later on if you visit this world in a higher level.

time, there are certain places that will allow you to jump between areas of a world instantly. Anytime you enter a room, check to see if there is more than one door. Try to exit the room from one of the other doors and you could find yourself in a different part of the world. This doesn't happen in every room, but the ones that do work always work the same way. It'll take some trial and error to figure out where these shortcuts will take you, but you could find that they can be a great way of getting around. Be sure to mark their locations on the map!

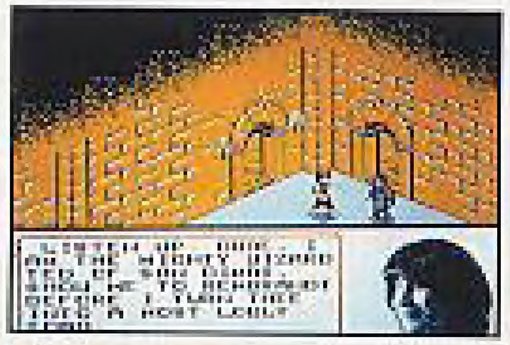
THERE actually is one other way of getting around, but it's not meant to take you from place–to–place within one world. Yes, that's right...we're talking Time Travel. This is a little trickier and has some additional requirements. In order to travel through time you need to use the time–traveling phone booth. You can call this at any time, except when you're in jail. Just press Select or Start to call up the Status screen and then select the phone booth icon in the upper left hand corner by pressing the Up Arrow and the A Button. This takes you to the Historical Phone Directory. Now just follow the same procedures as you did at the start of the game. Just make sure you have enough coins before you choose to travel through time. If you run out of coins while you are in the Circuits of Time, you will be sent back to the same place you just left.

friend or foe?

WHEN you're exploring the worlds, make sure you watch out for the 3 different types of locals. 1) There are those who are just standing around. They will talk to you if you walk up to them. After you have read what they have to say, just press the A Button to continue. They will then turn into the second type of local. 2) These guys are walking around and are pretty easy to avoid. They won't chase you, but if you bump into them, they'll demand money. If you have coins, they'll automatically deduct one from your total, but if you're out of coins, you'll end up in jail. 3) The third type is also walking, but they're after you! They have their arms outstretched and if they bump into you, they'll throw you in jail. You might have to use some of your "Good Stuff" on these guys because they're pretty persistent.

TRULY EXCELLENT TIP
Make sure you talk to all of the locals who are standing around on screen before you use any of your Good Stuff on any of the aggressive ones. If not, then any standing locals will start walking or will disappear (depending on which item you use) and won't be any help to you!

WHEN you find a building with an open door, you can try to enter it just by walking up to it. If you bounce back without going in, that means it's locked...try again later. If you do get inside, you should look around to find a friendly local. As with the locals outside, all you have to do is walk up to them to start a conversation. The local will always start the conversation. When you've read what they said, press the A Button to see your possible



responses. When you are sure of the response you want to make, press the B Button. Choose incorrectly and you might make them mad and you could wind up in jail! Choose correctly though and you will get specific information telling you were to find Historical Bait, Good Stuff or a Historical Dude or Babe themselves. The following is a sample of how the same conversations can end well or end badly:

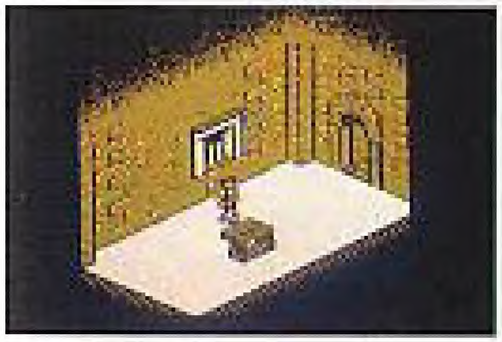
GAME: Welcome to The Jester's Bar and Grill, laddie. What kin I git fer ya?
PLAYER: I am faced with a most heinous problem if I order you excellent fare, my good dude.
GAME: And what would that problem be, Master Ted?
PLAYER: I must first collect the monies owed to me by Julius Cæsar if I am to pay thee!
GAME: Well, be that yer only problem? (then the game will give you a hint)

AND now for a bad one...

GAME: Welcome to The Jester's Bar and Grill, laddie. What kin I git fer ya?
PLAYER: I am faced with a most heinous problem if I order you excellent fare, my good dude.
GAME: And what would that problem be, Master Ted?
PLAYER: I have no coinage to spare, but would gladly consume on credit, my beneficent host.
GAME: What?! No money?! I think that some of my friends would like to speak with ye outside...Good luck! (after this conversation, the locals outside would be most truculent and aggressive!)

ONCE you've ended a conversation in one location, you won't be able to have another conversation in the same location until you've talked to somebody else first. After you do that, you can return and try again.

busted!



YOU will probably find yourself in jail more than once in this game. As you've been told before, there are several ways to get into jail, but only one way to get out...you must have a key in your inventory. Remember, those keys were left for you by yourself sometime in your past...you might have either hidden them somewhere or given them to a friendly local. Either way, you've got to keep finding them if you want to get out of jail.

hey! aren't you...

YOU can explore every building in every world, but you won't be able to find who you are looking for unless you have already found the correct Historical Bait item. If you enter a room and it's empty, make a note of it, because there is a good chance that an Historical Dude or Babe might be there when you find their bait. If you already have the bait in your possession when you enter the room, the character will be there waiting to have a conversation with you.

WHEN you talk to them, they will confirm that they are the historical person you're looking for. Then they will ask what you have brought for them. This is where you have to select the correct piece of Historical Bait. If you choose the wrong piece of bait, you'll be sent to jail and you will have to start your search all over again.

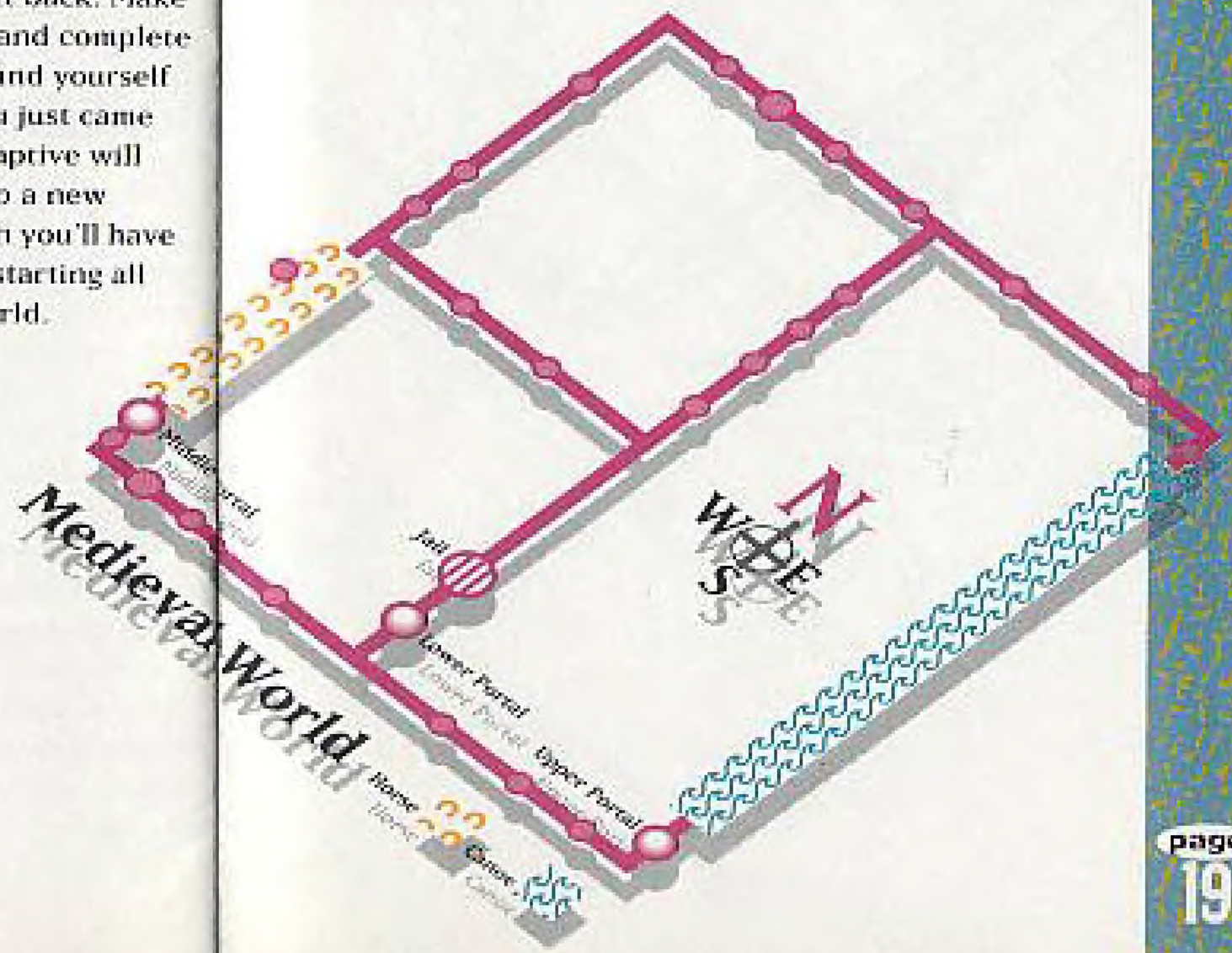
IF you answer correctly, they'll be happy to travel back to their proper world with you. Only problem is that you still have to make it back to their time. After the two of you are inside the time–travelling phone booth, you will automatically be launched into the Circuits of Time. You'll have to navigate as you did before and hopefully make it back. Make sure you have enough coins to dial the number and complete all of the connections during the call, or you'll find yourself back where you just came from and the captive will have escaped to a new location...which you'll have to discover by starting all over in that world.

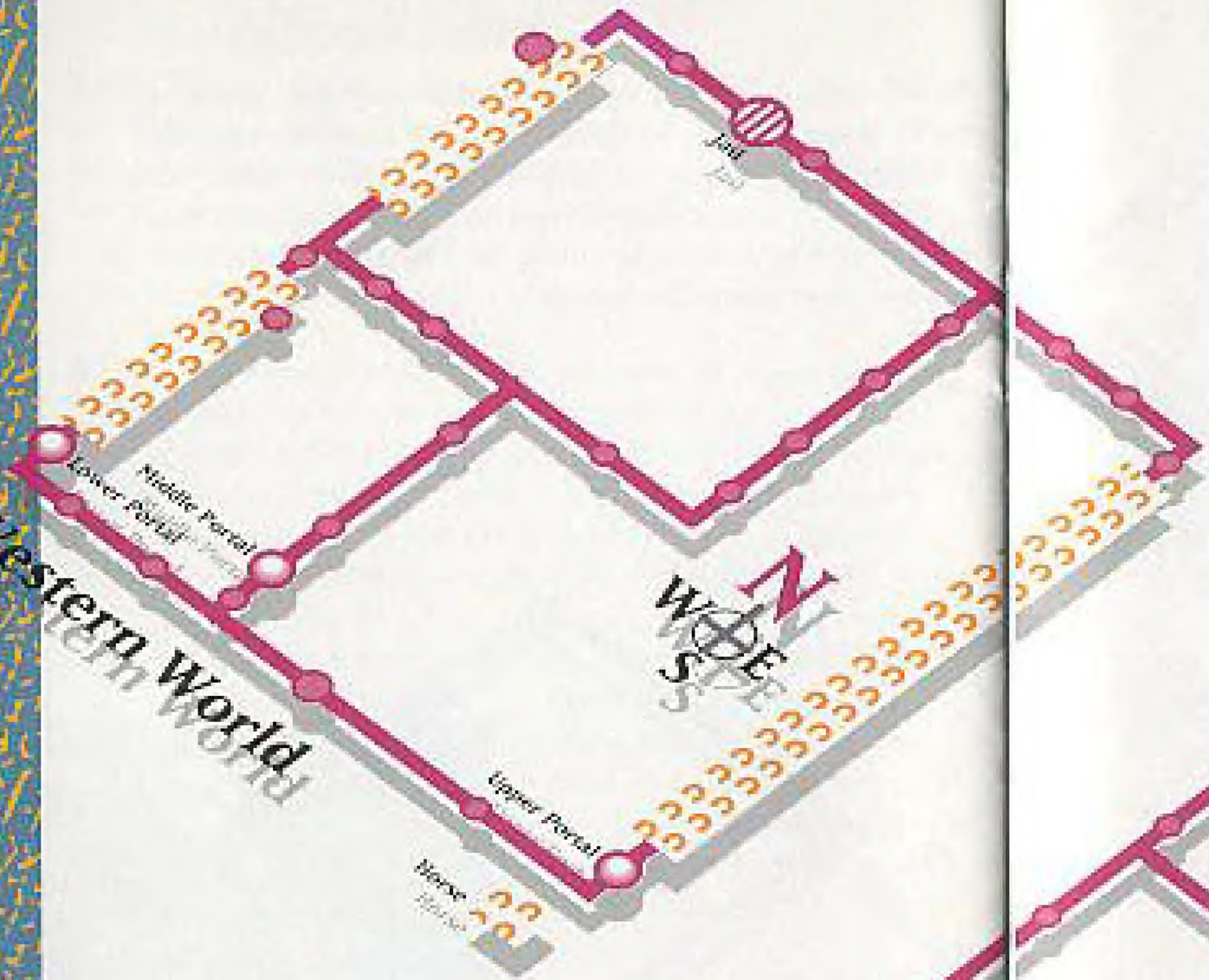
TRULY EXCELLENT TIP

When you start the game you will be playing as Ted. If Ted finds his Historical Characters and gets them back where they belong, it'll be Bill's turn in a different adventure. The two guys alternate worlds until everyone has been found and returned. This isn't really a tip, but we just didn't have any other place to put it so we thought we would stick it here!

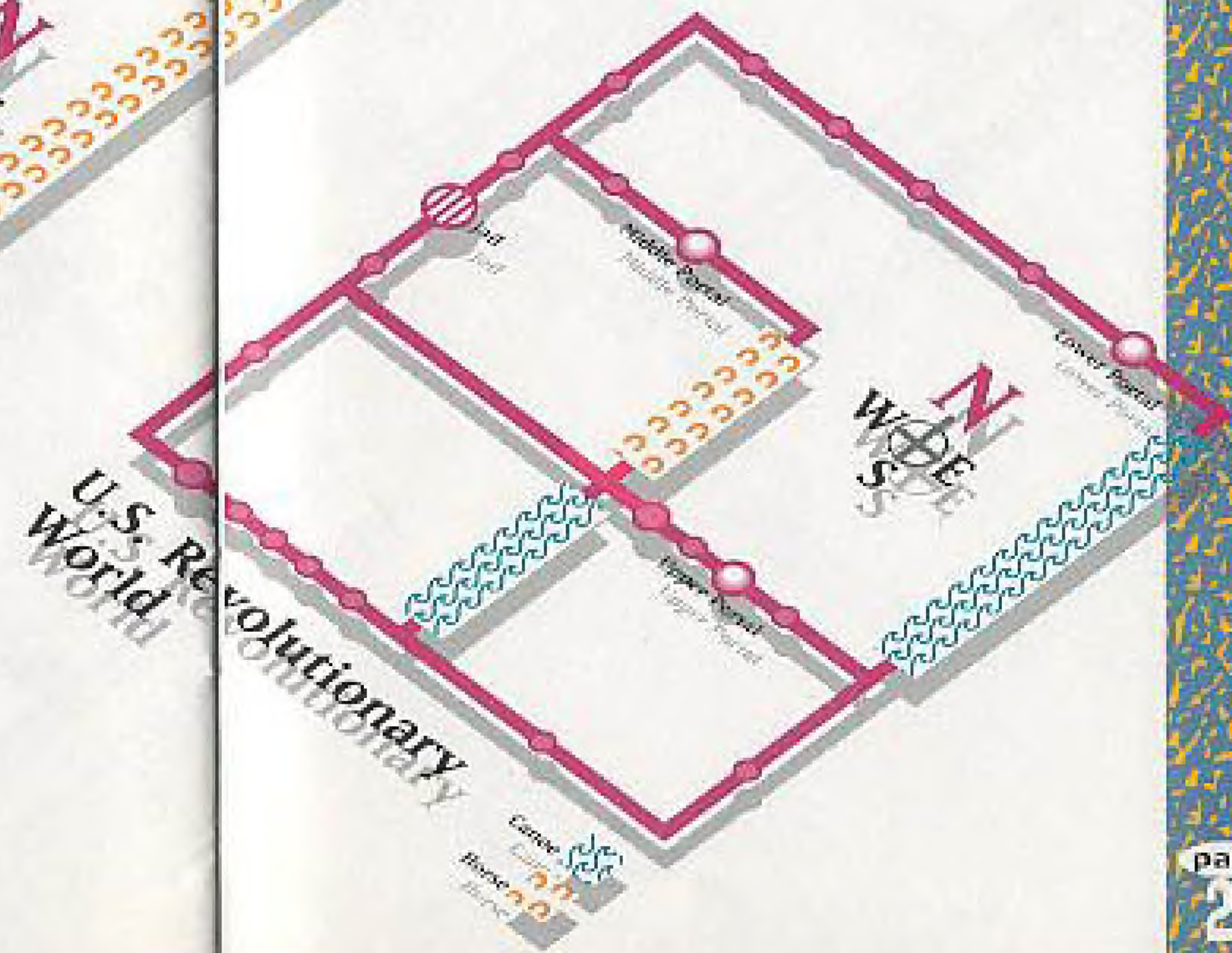
you call that a map?

JUST to make it easier for you to keep track of where you're going in each of the worlds you'll be visiting, I've included a basic map for each one. They don't show much detail, but at least they'll show you how the paths are laid out. If you pay attention, you should be able to mark where all important items are located.

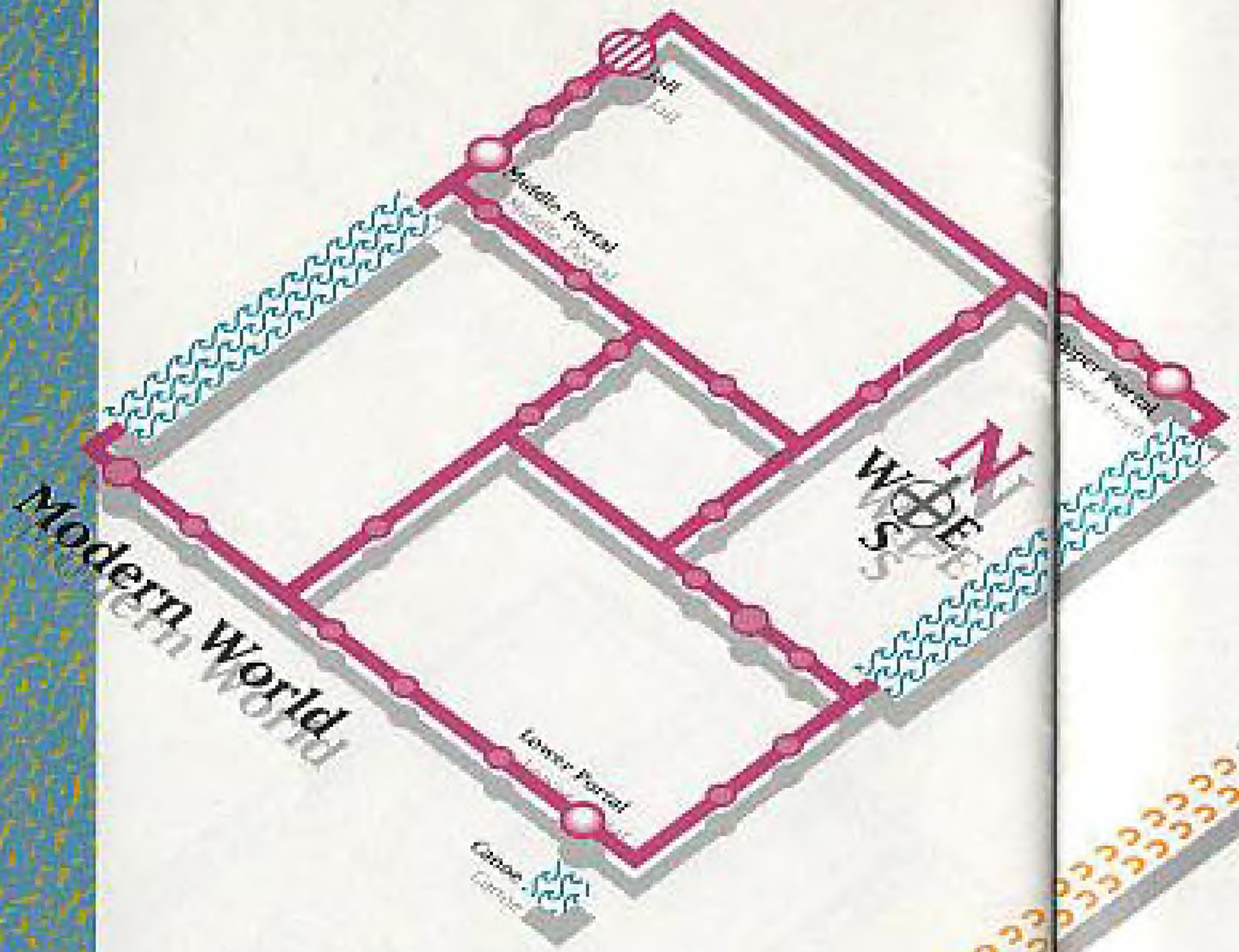


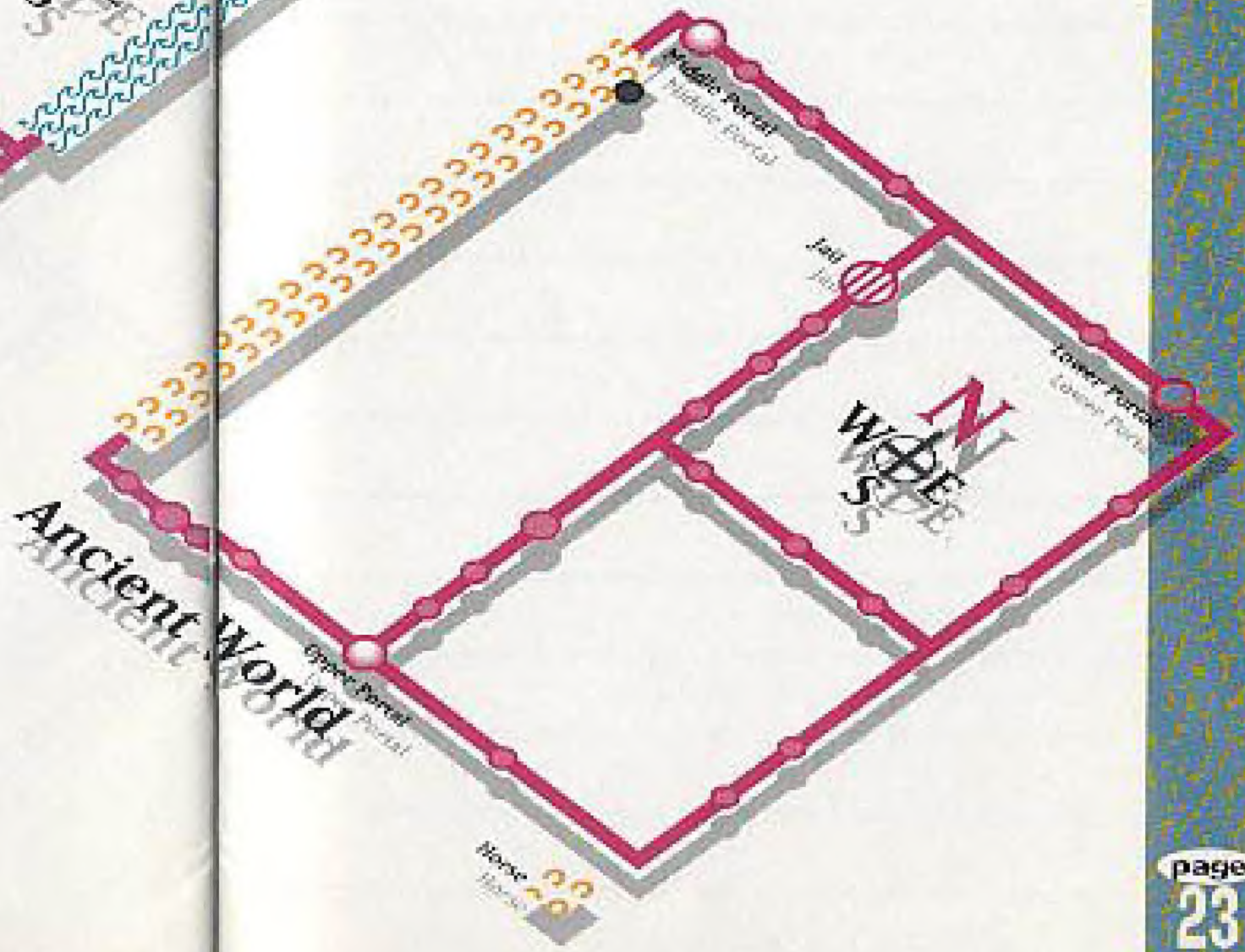


Western World



U.S. Revolutionary World


Modern World
Jail
Middle Portal
Upper Portal
Lower Portal
Grave
N
W
E
S


Ancient World
Middle Portal
Jail
Lower Portal
Upper Portal
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passwords, notes, etc

compliance with f.c.c. regulations

THIS equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

RE-ORIENT the receiving antenna

RELOCATE the NES with respect to the receiver

MOVE the NES away from the receiver

PLUG the NES into a different outlet so that computer and receiver are on different circuits.

IF necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: ***HOW** to Identify and Resolve Radio/TV Interference Problems.*

THIS booklet is available from:

U.S. Government Printing Office, Washington, DC 20402.
Stock No. 004-000-00345-4.

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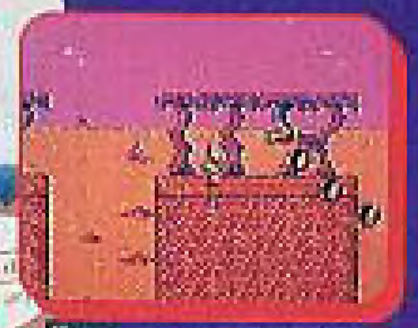
It's showtime – starring me – "the Ghost with the Most!" Help me scare the Deetzes out of *your* house and their wits!



I'm about to become sandworm lunch!

Just say Beetlejuice, Beetlejuice, Beetlejuice and I'm at your service!

Time to spook that slimy cavern creature!

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